

Amazing Animals

Day 1 – Creating an Animal with Clay

- Principle:** Form & Shape in 3D
- Concept:** Clay can be squeezed, pulled, shaped, poked, coiled, twisted, and more to create amazing animal shapes.
- Objective:** To gain experience working in three dimensions by modeling and painting animals in clay.

Supplies:	For Day 1: <ul style="list-style-type: none">✓ A 1 lb. lump of clay per student (think “a pound of butter”)✓ Scoring and texturing tools (located in Art Room)✓ Tubs of water
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| Pre-Class Prep: | <ul style="list-style-type: none">• Divide clay into 1 lb. lumps, and cover with plastic. |
| Set-up: | <ul style="list-style-type: none">• Cover tables with canvas sheets.• Fill tubs of water and set out – two to three per table.• Put scoring and texturing tools on each table.• Place a 1 lb. lump of clay at each student’s place. |

Prints: none

Samples: 3D sample corner in art room 27

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- Lesson:** The purpose of Day 1’s lesson is to learn how to work clay into the shape of an animal, whether real or imaginary. By the end of this lesson, students should understand:
- how to mold clay with their hands into desired shapes
 - how to give a clay surface “texture” to represent fur, feathers, scales or eyes, teeth, nails, etc.
 - how to add more clay to and take away clay from a sculpture

Demonstration: Step 1: Students Choose An Amazing Animal

Begin by showing the students the samples of animals and ask them to think of an animal they would like to create. It could be a favorite pet or animal, a fantasy animal or a combination of two different animals. Be sure to explain that their animals need to be sturdy—they’ll need strong legs to stand up and keep from getting broken in the kiln. Discourage animals that have long skinny necks or spindly legs like giraffes and deer, unless they are lying down. *Note—sometimes it’s important to emphasize that the students are asked to make **only one animal each**.*

Step 2: Demo an Animal or Two

While students are thinking of what animal to make, take your own lump of clay and make an animal, showing how to give animals shape and appendages using the additive and subtractive methods. Demonstrate “scoring and slipping” on a head or limb. Note that it may be easier to have their animals lie on their sides while they attach the legs.

Step 3: Texturize Your Animal

Lastly, show students how to add texture to their animals, such as lines for hair, holes for eyes and mouths, etc.

Students: Students Start Sculpting

Have the students begin forming their own animals now. When they are done, have them press their initials and room numbers into their animals’ undersides where it won’t show.

After Class:

Skewer Out Air Bubbles: Using bamboo skewers or a cake tester, poke several holes through the bottom of each student’s animal (making sure not to go all the way through) to break up any air bubbles that may be inside the animal. This will keep them from exploding in the kiln.

Place animals in low sided boxes (available in kiln room area), cover with plastic and carry them to the shelves in the kiln room to dry. Remove plastic after 2-3 days and continue to dry for 1 week. **Fire at the Bisque setting on the kiln.**

Instructions for Instructors

Vocabulary:

Modeling—forming clay into familiar shapes

Additive method—adding more clay to your sculpture to give it new features or change its shape

Subtractive method—changing the features of a sculpture by taking clay away from the original form

Appendage— an arm, leg, tail, etc.

Score & Slip—a method of roughing up the surface of the clay and adding a little water to the rough area before attaching another clay piece to it to make it stick